

Label	Value
Project	Rebel Racing - 1-week exploratory and edge-case pass
App build	27.01.18975
Environment	Moto g54 5G - Android 15 - 2400x1080@120Hz - BlueStacks 5 visual-only
Networks	Wi-Fi baseline - LTE minus 112 dBm, 21 ASU
Tools	Jira - scrpcy - OBS - ADB and logcat - Google Sheets - YouTube unlisted
Headlines	Daily Smoke all pass - loader baseline captured - RR-1 soft-lock on Rewards after alarm plus app close (Pause then Unpause recovers) - RR-37 faster BGM tempo on Rewards after lock/unlock (backlog, low severity) - LTE slower than Wi-Fi at poor signal
What's inside	1-Liner Summary - Charters - Session Notes - Bug Log - STAR Summary - Daily Smoke - Device Matrix - Glossary
Playlists - Smoke	https://www.youtube.com/playlist?list=PL9WGVKvaQzUoLMQl6EjQVe2OXa_Ba10hb
Playlists - Interruptions and recovery	https://www.youtube.com/playlist?list=PL9WGVKvaQzUqU0HZfWPhfugCYLKIbChuG
Playlists - UI scaling and readability	https://www.youtube.com/playlist?list=PL9WGVKvaQzUo2FXeWkUsv3jiP29-Owry_
Playlists - Performance and device feel	https://www.youtube.com/playlist?list=PL9WGVKvaQzUqQd9-SJISQuJw1CyLrucPg
Playlists - Input responsiveness	https://www.youtube.com/playlist?list=PL9WGVKvaQzUpA5sdpMJBI2pYE-UlxMiz6
Playlists - Network and live surfaces	https://www.youtube.com/playlist?list=PL9WGVKvaQzUoU7OdBuJu9zLTWHZsv0BPJ
Playlists - BlueStacks visual-only	https://www.youtube.com/playlist?list=PL9WGVKvaQzUooOLFsh-akX7KT3ihlAL_E
Evidence tip	Use playlists for one-click viewing - individual links live in Charters and Session Notes tabs
Contact	Kelina Cowell - kelinacowellqa@gmail.com

Area	1-Liner	Evidence
Daily Smoke	All passes across 17–22 Nov - loader baseline captured	Playlist
Interruptions & recovery	RR-1: Rewards Continue unresponsive after alarm + app close (soft-lock) - repro 1/1 - Pause/Unpause recovers	Playlist
Interruptions & recovery	RR-37: Rewards BGM tempo increases after lock/unlock (audio) - repro 3/3 - low severity backlog	Video
UI scaling & readability	Font 1/6 -> 3/6 checks - no clipping/overlap - readability OK on device.	Playlist
Input responsiveness & latency	Race taps 0/5 misses each side - menus: first tap ignored after close - two-finger on Garage rotates car instead of activating tab.	Playlist
Network & live surfaces	Wi-Fi toggle/app switch clean - LTE -112 dBm (21 ASU) slower loads - force-close preserved race/reward state.	Playlist
Performance & device feel	Wi-Fi smooth baseline - LTE felt sluggish vs Wi-Fi.	Playlist

Area	1-Liner	Evidence
BlueStacks visual checks	16:9 clean - portrait stretched/tiny text - 20:9 blocked (UI 16:9 only; ADB overrides rejected) -> deferred.	Playlist Display presets (16:9 only) - Screenshot ADB devices and failures - Screenshot ADB override errors - Screenshot
AVD Play Store check	Blocked - Play Store says "This app won't work for your device" (Pixel 5 API 33) -> deferred.	Screenshot

Charter	Goal	In-Scope	Out-of-Scope	Planned Date	Start Time	End Time	Timebox (mins)	Duration (mins)	Result	Device	Network	Session Status	Links
Daily Smoke – Golden Path – launch → menu → race → rewards → hub	Verify the core loop is reachable and stable on baseline network; surface any regressions/blockers.	Cold/warm app launch → login/auth (if shown) → main menu navigation → start a standard race → basic controls → finish flow → reward claim → return to hub → time loaders/spinners → baseline on Wi-Fi → check presence (not function) of IAP/ads surfaces.	Event modes beyond first entry • upgrades /tuning • store purchases • ads playback • marathon play • deliberate network faults.	17/11/2025	14:45:00	15:36:00	45	51	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Completed	Run 1: Video Run 2: Video
Interruptions & recovery during/after race (Wi-Fi → 4G switch, call/ notification)	Assess resilience of race flow to foreground/background and network changes; catch crashes, soft-locks, or lost rewards.	Mid-race: Wi-Fi OFF → switch to LTE → Airplane mode 10–20s (force LTE drop) → restore → phone call (answer/decline) → pull notification shade → background app → resume at loaders/rewards → verify reward persistence → run retry flows → capture any error codes.	IAP purchases • multi-race event grinds • emulator-only toggles (on a physical device) • performance benchmarking • controller support.	17/11/2025	15:48:00	16:14:00	30	26	Pass	Moto g54 5G (Physical) – Android 15	Wi-Fi → 4G switch (mid-race) LTE drop mid-race (Airplane) Variable 4G	Complete	Video
Small-screen UI scaling in core menus	Confirm readability, hitboxes, and layout on smallest device; note clipping/overlap.	Garage/home/menu UI text sizes → button hitboxes → landscape/portrait (where supported) → system font scale 100–130% → screenshots of any clipping.	Deepink event screens • store flows • translations • device-specific performance tuning.	17/11/2025	16:27:00	17:05:00	30	38	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Daily Smoke – Golden Path – launch → hub → 1 race → rewards → hub → Store/Pro Pass open/close → Wi-Fi OFF /ON (hub)	Validate the core loop; catch any blockers/regressions; sanity-check Store/Pro Pass pages and hub recovery after a single offline blip.	Cold open → Hub interactive • Start and finish 1 standard race • Rewards shown → Back to Hub • Open Store → switch at least 1 tab → back to Hub • Open Rebel Pro Pass (from Store and from Hub) → back to Hub • One Wi-Fi toggle from Hub: OFF then ON → confirm recovery	Any purchases (IAP), ads playback, currency packs • Multi-race sessions, Events/Rebel Pass challenges • Economy/upgrade tuning beyond required onboarding • Interruptions (alarms, shade, Home/Return) or mid-race network changes – covered by interruptions charter • Network stress/long offline tests • Performance profiling or other device	18/11/2025	10:00	10:23	30	23	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Interruptions (emulator) – forced drops & calls	Stress recovery at race/reward using emulator controls.	Cellular OFF/ON mid-race → simulated call (answer/decline) → data loss at reward → one retry per failure → capture logs.	Purchases • marathon play • performance.	18/11/2025	-	-	30	-	-	Emu-Mid-Pixel5-API33-Play – Android 13	N/A (Play Store blocked AVD install)	Deferred	Screenshot
Interruptions & recovery – Alarm on Rewards (notification)	Check that an OS alarm on the Rewards screen doesn't break progression. Continue should work after dismissing the alarm and after an app relaunch.	Finish race → Rewards; trigger alarm on Rewards; dismiss; close app → relaunch; try Continue; try Back, Home → Return, Wi-Fi OFF/ON; record Pause/Unpause as a recovery if needed	Alarm during race (separate run) • shade on loader • Home → Return test as primary focus • IAP/ads • long network stress • other devices/builds • clearing data or reinstall.	18/11/2025	11:25:00	12:11:00	30	46	Fail	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Interruptions & recovery – Run 4 Alarm during race (notification)	Confirm an OS alarm during active gameplay doesn't disrupt control, audio, or post-race flow (Rewards → Hub).	Start race → alarm fires mid-race → dismisses with "Keep playing" • Finish race → Rewards shown → back to Hub • Watch for control/audio loss, freezes, or stuck spinners	Alarm on Rewards (separate run) • shade on loader • Home → Return on rewards • IAP/ads • long offline/network stress • other devices/builds • data clear/reinstall.	18/11/2025	12:56:00	13:19:00	30	23	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Interruptions & Recovery – Run 5 (Pull-down during loading + Home/Return on rewards)	Make sure pulling the phone's notification panel during the pre-race loading, and going Home then back to the game on the Rewards screens, do not break the flow or the buttons.	Start a race → while the loading circle is on screen, pull the notification panel down and close it → finish the race → on the Rewards screen press Home, wait ~3s, then return to the game → confirm the next race still starts, Rewards buttons still work, and you can get back to the Hub.	Alarms/phone calls (separate runs) • Network on/off tests • Purchases/ads • Other devices or builds • Clearing data or reinstall	18/11/2025	13:30:00	13:52:00	30	22	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Interruptions & Recovery – Run 6 (Lock/unlock mid-race)	Make sure locking the phone during a race, then unlocking, cleanly resumes the race without breaking controls, progress, or audio playback.	Start a race → while the car is actually driving, press the power button once to lock the device → wait about 3–5 seconds → press power again and unlock → confirm you return to the race or pause screen, controls still work, timer and position make sense, background music and SFX resume at normal tempo/volume, and you can finish the race normally.	Alarms or phone calls (separate runs) • Network on/off tests • Purchases or ads • Other devices or builds • Clearing data or reinstall	18/11/2025	14:11:00	14:43:00	30	32	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Interruptions & Recovery – Run 7 (Lock/unlock on Results screen)	Check that locking and unlocking the device on the race results / rewards screen does not break the UI flow or audio playback.	Finish a race and stop on the results or rewards screen → press the power button to lock the device → wait about 3–5 seconds → press power again and unlock → confirm buttons still respond, you can continue or collect rewards, and background music / SFX resume normally.	Alarms or phone calls (separate runs) • Network on/off tests • Purchases or ads • Other devices or builds • Clearing data or reinstall	18/11/2025	14:11:00	14:43:00	30	32	Fail	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Interruptions & Recovery – Run 8 (Lock/unlock on Hub)	Confirm that locking the device on the main Hub, then unlocking, returns to the same Hub state without relaunching the game or breaking audio / navigation.	From the main Hub screen with no popups open → press the power button to lock → wait about 3–5 seconds → press power again and unlock → confirm you return straight to the Hub (not splash or intro), UI is responsive, background music / ambience resumes normally, and you can still open Garage, Store, Events, Settings.	Alarms or phone calls (separate runs) • Network on/off tests • Purchases or ads • Other devices or builds • Clearing data or reinstall	18/11/2025	14:11:00	14:43:00	30	32	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Daily Smoke – Golden Path (Store tab switch)	Make sure the core path works end to end with no blockers: open the app, reach the main screen, run one race, finish, process rewards, return to the main screen, open the Store, switch to one other Store tab, and return to the main screen. Note any popups.	Open app and reach main screen → start one race and finish it → on Rewards, continue back to main screen → open Store from main screen → switch to one other Store tab once → return to main screen → if popups appear, dismiss them and continue.	Purchases or tapping through paid offers • Extra menus (Pro Pass, Events, Settings) • Network toggles or offline tests • Multiple races or challenge modes • Performance/tps measurements • Other devices/builds • Clearing data or reinstall.	19/11/2025	13:28:00	13:47:00	30	19	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video

Charter	Goal	In-Scope	Out-of-Scope	Planned Date	Start Time	End Time	Timebox (mins)	Duration (mins)	Result	Device	Network	Session Status	Links
UI scaling & readability – Run 1 (core menus: Garage, Store tab switch, Rebel Pass, Events, Settings)	Check that text is readable, nothing is clipped/overlapping, and tabs/buttons are easy to tap on Moto g54. Record times and note any popups.	From Hub: open in order → Garage → Store → Rebel Pass → Events → Settings → back to Hub → In Store: switch one tab → rapid-switch tabs 3–5x → In Settings: toggle two options → leave → re-enter to confirm state → dismiss any popup and continue.	Purchases/ads • Network on/off tests • Race gameplay/performance • Other devices or builds • Clearing data/reinstall • Full accessibility audit (beyond basic readability) • Pro Pass/secondary menus not listed.	19/11/2025	14:26:00	14:45:00	30	19	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
UI scaling & readability – Run 1B (System Font size 1/6 → 3/6; core menus: Garage, Store tab switch, Rebel Pass, Events, Settings)	Check whether increasing Android system Font size affects in-game text, layout, and tap targets on Moto g54. Record times and note any change (or no change).	Before run: set Font size slider 1/6 → 3/6 → From Hub: Garage → Store → Rebel Pass → Events → Settings → back to Hub → In Store: switch one tab → rapid-switch tabs 3–5x → In Settings: toggle two options → leave → re-enter to confirm state → dismiss any popup and continue → record key times and whether UI changed with the larger font.	Purchases/ads • Network on/off tests • Race gameplay/performance • Other devices or builds • Clearing data/reinstall • Full accessibility audit (beyond basic readability) • Pro Pass/secondary menus not listed • Changing Display size/DPI (separate charter).	19/11/2025	15:26:00	15:50	30	24	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Daily Smoke – Golden Path (minimal, no Store sweep)	Confirm the core path runs clean: launch to the main screen, start and complete one race, collect rewards, and return to the main screen. Note any pop ups.	Open app → reach main → start one race → finish → process rewards → return to hub → note timecodes.	Store browsing/tab switch • Pro Pass, Events, Settings • Purchases • Network toggles/flaky tests • Extra races/challenge modes • Performance/FPS measurements • Other devices/builds • Clearing data /reinstall.	20/11/2025	11:35:00	11:58:00	30	23	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Performance & device feel – Run 1 (baseline)	Capture baseline smoothness across launch, menus, brief Store/Events checks, one race, rewards, and return to hub, record any hitches; note feel ratings and battery/heat.	Launch → Main → Store (brief scroll) → back to Hub → Events (open/observe) → back to Hub → start race → finish → Rewards → back to Hub → mark feel at Menu/In-race/Hub → note battery/heat at end.	Purchases/IAP • ads playback • long or flaky network testing • marathon multi-race sessions • performance benchmarking tools/FPS meters • other devices/builds • controller support • clearing data or reinstall.	20/11/2025	12:54:00	13:16:00	30	22	Pass	Moto g54 5G (Physical) – Android 15	Wi-Fi baseline (LTE available)	Complete	Video
Performance & device feel – Run 2 (Warm)	Compare warm-device feel versus baseline, check smoothness across launch, brief Store/Events, one race, rewards, and return to hub; capture any hitches; record USB/battery/heat.	Launch → Main → Store (brief check) → back to Hub → Events (open/observe) → back to Hub → start race → finish → Rewards → back to Hub → mark feel at Menu/In-race/Hub → note USB/battery /heat.	Purchases/IAP • ads viewing • long/flaky network tests • frame-time/FPS tools • multi-race marathons • other devices/builds • clearing data or reinstall.	20/11/2025	15:19:00	15:55:00	30	36	Pass	Moto g54 5G (Physical) – Android 15	Wi-Fi baseline (LTE available)	Complete	Video
Performance & device feel – Run 3 (LTE)	Compare LTE feel versus Wi-Fi baseline, watch for loader changes, scrolling smoothness, in-race stability, reward pacing, and hub return; note any network-related hitches.	Switch to LTE → Launch → Main → Store (brief check) → back to Hub → Events (open/observe) → back to Hub → start race → finish → Rewards → back to Hub → mark feel at Menu/In-race/Hub → note any asset delays.	Purchases/IAP • ads viewing • deliberate network drops/airplane toggles • long soak or stress tests • frame-time/FPS tools • other devices/builds • clearing data or reinstall.	20/11/2025	16:09:00	16:30:00	30	21	Pass	Moto g54 5G (Physical) – Android 15	LTE (Wi-Fi OFF)	Complete	Video
Peer Benchmark – Asphalt 9 (visual only)	Compare menu clarity, tap cadence to start, HUD readability, reward pacing, basic flow back to menu. Accessibility note: observations are from a dyslexic & dyscalculic tester's perspective.	Open app → reach main menu → start a standard race (count taps) → drive briefly → finish → view results → rewards → back to menu → note HUD readability → note any hiccups.	Purchases/IAP • ads viewing to claim rewards • FPS/perf measurements • deep feature comparisons • bug filing on the peer title • network stress/offline tests • long/marathon sessions.	20/11/2025	14:10:00	14:36:00	30	26	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Peer-style UX benchmark – Rebel Racing (visual only)	Compare menu clarity, taps to driving, HUD readability, reward pacing, return-to-hub flow. Accessibility note: observations are from a dyslexic & dyscalculic tester's perspective.	Open app → reach main menu → start a standard race (count taps) → drive briefly → finish → results → rewards → back to hub → note HUD readability (labels, size, contrast) → note reward flow steps/prompts → log any hiccups.	Purchases/IAP • ads viewing to claim rewards • FPS/performance measurements • deep feature checks • network stress/offline tests • long/marathon sessions • bug filing outside readability/flow notes.	20/11/2025	14:47:00	15:15:00	30	28	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Daily Smoke – Golden Path (minimal, no Store sweep)	Confirm the core path runs clean: launch to the main screen, start and complete one race, collect rewards, and return to the main screen. Note any pop ups.	Open app → reach main → start one race → finish → process rewards → return to hub → note timecodes.	Store browsing/tab switch • Pro Pass, Events, Settings • Purchases • Network toggles/flaky tests • Extra races/challenge modes • Performance/FPS measurements • Other devices/builds • Clearing data /reinstall.	21/11/2025	11:30:00	11:54:00	30	24.00	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Input responsiveness & latency – Run A (race)	Check if steering buttons register repeated taps and short holds without delay during a normal race; capture simple timings, pop-ups, and overall feel.	Start race → RIGHT 5 quick taps → LEFT 5 quick taps → hold RIGHT 2s → hold LEFT 2s → finish → Rewards → back to Hub → note pop-ups → mark overall in-race feel.	Purchases/IAP • ads viewing • complex weaving/zig-zag tests • FPS/performance tools • long sessions • network toggles/stress • other devices/builds • clearing data or reinstall.	21/11/2025	12:43:00	13:04:00	30	21.00	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Input responsiveness & latency – Run B (menus/back/multi-touch)	Check menu tap responsiveness, close→tap-behind behavior, Android Back paths, two-finger touch behavior, settings toggle persistence.	Hub → Store (pick a tab → 5 rapid taps) → open small panel → close → immediate tap on spot behind → Android Back → previous screen → Android Back → Hub → two-finger touch on Hub/menu → Settings (toggle 2 → leave → re-enter) → Rebel Pass open/close → Events open/close.	Purchases/IAP • ads viewing • racing/driving checks • FPS/perf tools • deliberate network toggles or stress • multi-minute marathons • other devices/builds • clearing data or reinstall.	21/11/2025	13:16:00	13:39:00	30	23.00	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video

Charter	Goal	In-Scope	Out-of-Scope	Planned Date	Start Time	End Time	Timebox (mins)	Duration (mins)	Result	Device	Network	Session Status	Links
Network & live surfaces – Run 1 (Wi-Fi toggle + app switch)	Check recovery when Wi-Fi is turned off/on in Store, confirm Events/Store load, verify Rewards still work after a brief app switch, note any loaders/errors and overall feel.	Open app → reach Hub → open Store → Wi-Fi OFF (wait ~5s) → Wi-Fi ON (wait ~5s) → slow scroll → back to Hub → open Events (observe) → back to Hub → start race → finish → Rewards → press Home (wait ~3s) → return to game → confirm Rewards buttons work → back to Hub → note loaders/errors.	Purchases/IAP • ad watching to claim rewards • long/offline stress tests • LTE/weak-signal variants • force-close/relaunch tests • multiple races/marathon sessions • FPS/performance tools • other devices/builds • clearing data or reinstall.	21/11/2025	13:46:00	14:06:00	30	20.00	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
Network – Run 2 (LTE + force-close)	Compare LTE against Wi-Fi for loaders, Store/Events loading, race → rewards flow, and recovery after a force-close; confirm rewards/state are preserved; note overall feel and any pop-ups.	Switch to LTE (Wi-Fi OFF) → open Store → switch each Store tab once → back to Hub → open Events (observe) → back to Hub → start one race → finish → Rewards shown → force-close from Recents → relaunch the game → verify return to Hub → confirm reward kept and race counted → note any loaders/errors.	Purchases/IAP • ad viewing to claim rewards • deliberate long offline/packet-loss stress • performance/FPS tools • multi-race marathons • other devices/builds • clearing data or reinstall.	21/11/2025	14:37:00	15:03:00	30	26.00	Pass	Moto g54 5G (Physical) – Android 15	LTE (Wi-Fi OFF) –112 dBm (21 ASU)	Complete	Video
BlueStacks – Aspect/Layout Check (16:9, 1920x1080)	Confirm core menus look normal on 16:9; tabs respond; settings persist; no clipped/overlapping UI; quick, clean sweep only.	Open app → reach Hub → Garage → back to Hub → Store → switch one tab → rapid-switch tabs 3–5x → back to Hub → Settings → toggle two options → leave → re-enter to confirm → back to Hub.	Pre-race screens • Orientation changes • Purchases/ads • Network toggles • Performance/FPS checks • Long scrolling or deep store flows • Other devices/builds • Clearing data or reinstall.	21/11/2025	15:31:00	15:58:00	30	27.00	Pass	BlueStacks (Emulator) - 16:9, 1920x1080	N/A (emulator visual-only)	Complete	Video
BlueStacks – Portrait orientation proof (visual-only)	Confirm how the game behaves in portrait on the emulator: stretched view vs. black bars, tiny text/ readability, and that basic taps still work.	Switch BlueStacks to Portrait (accept restart) → open app → wait on Hub → Garage open/back → Store open → switch one tab then rapid-switch 3–5x → back to Hub → Settings open → toggle two options → leave → re-enter to confirm → back to Hub → take screenshots of any stretching/black bars/tiny text.	Racing/driving • Purchases/ads • Network toggles or force-close tests • FPS/ performance checks • Deep store flows • Orientation flips during races • Other devices /ratios • Clearing data or reinstall.	21/11/2025	16:26:00	16:49:00	30	23.00	Pass	BlueStacks (Emulator) - Portrait – 900x1600	N/A (emulator visual-only)	Complete	Video Screenshot
Daily Smoke – Golden Path (minimal, no Store sweep)	Confirm the core path runs clean: launch to the main screen, start and complete one race, collect rewards, and return to the main screen. Note any pop ups.	Open app → reach main → start one race → finish → process rewards → return to hub → note timecodes.	Store browsing/tab switch • Pro Pass, Events, Settings • Purchases • Network toggles/flaky tests • Extra races/challenge modes • Performance/FPS measurements • Other devices/builds • Clearing data /reinstall.	22/11/2025	10:15:00	10:36:00	30	21.00	Pass	Moto g54 5G (Physical) – Android 15	Stable WiFi	Complete	Video
BlueStacks - 20:9 (2400x1080) - visual-only	Check layout/readability and settings persistence at 20:9; look for clipping overlap, tiny text; confirm tabs respond.	Hub and Garage views; Store open → one tab switch → rapid 3–5x switches; Settings toggle 2 → re-enter to verify persist	Performance/FPS, input latency, network toggles, races or rewards, purchases/ monetization, crash/interrupt tests.	22/11/2025	-	-	30	-	-	BlueStacks 5 - Android 7.1.2	N/A	Deferred	BlueStacks - Display presets (16:9 only) - Screenshot BlueStacks - ADB devices and failures - Screenshot BlueStacks - ADB override errors - Screenshot

Date	Start Time	End Time	Duration (mins)	Charter	What I Tried	Notes
17/11/2025	15:48:00	16:14:00	26	Interruptions & recovery during/after race (Wi-Fi → 4G switch)	Moto g54 5G (Physical), Android 15, Build 27.01.18975; Wi-Fi + mobile data on screen-recording 1080p. Started a normal race → turned Airplane mode ON for ~15–20s → turned it OFF → finished the race → rewards → back to hub. Watched for any pause/lag, whether I could keep playing, any on-screen message (exact words), and if progress/rewards were kept.	Open @ 00:01 → Menu @ 00:22. Start race @ 00:50. Wi-Fi OFF @ 01:05 → no effect on gameplay (kept driving). Finish @ 01:10 → Rewards @ 01:15 → Hub @ 01:34. Popups seen: "Mystery Gift" + two notification prompts before menu; "Back up your save" popup at 01:34 after returning to hub. Evidence: Video
17/11/2025	16:27:00	17:05:00	38	Interruptions & recovery during/after race (Aeroplane Mode)	Moto g54 5G (Physical), Android 15, Build 27.01.18975; Wi-Fi + mobile data on; 1080p screen-record. Opened app → forced Rebel Pass tour (buttons guided: Rebel Pass → Pro Pass → Challenges) before I could start; closed "Starter Pack" offer on return to menu. Started race → turned Airplane mode ON for ~59s mid-race → turned OFF → finished → rewards → hub.	Open @ 00:02 → forced Rebel Pass tour (cannot press Play) 00:04–00:39 → Starter Pack popup @ 00:40. Start game 00:47 → Start race 01:05 → Airplane ON 01:17 (gameplay OK) → Rewards spinner until Airplane OFF 02:16 → Rewards visible 02:26 → Hub 02:34 → Camaro offer popup 02:37. Evidence: Video
18/11/2025	-	-	-	Interruptions (emulator) – forced drops & calls	Launch AVD (Pixel 5 - API 33 - Play) - Open Play Store → search "rebel racing" - Play Store shows "This app won't work for your device" with no Install button - Session deferred because the app cannot be installed on this AVD	Outcome: Blocked by Play Store eligibility - Emulator: AVD Pixel 5 - API 33 - Play (Android 13) - No gameplay or network checks performed - Evidence: Screenshot
18/11/2025	11:25:00	12:11:00	46	Interruptions & Recovery – Run 3 (Alarm on rewards → stuck; Pause/Unpause recovers)	Finish race → Rewards; alarm fires on Rewards; dismiss; close app; relaunch; verify recovery attempts; Pause/Unpause.	Finish 00:57 → Rewards 01:00 → Alarm 01:02 → Close 01:28 → Relaunch 01:34 → Stuck 01:36 → Wi-Fi OFF/ON 01:42→01:43 (no recovery) → Still stuck 01:48 → Pause 02:13 → Unpause+relaunch 02:27 → Continue→Hub 02:47. Outcome: Soft-lock after alarm+close; recoverable via Pause/Unpause. Evidence: Video
18/11/2025	12:56:00	13:19:00	23	Interruptions & Recovery – Run 4 (Alarm during race)	Start race → alarm during gameplay → let it play → finish → Rewards → Hub.	Menu 00:04 → Start 00:20 → Alarm 00:47 → Rewards 01:11 → Hub 01:20 → Alarm dismissed 01:26. Outcome: Clean (no impact). Evidence: Video
18/11/2025	13:30:00	13:52:00	22	Interruptions & Recovery – Run 5 (Pull-down during loading + Home/Return on rewards)	Pull down phone's notification panel during pre-race loading; then Home→ Return on Rewards.	Pull-down @ 00:12 (continued OK: Yes) → Home @ 01:01 → Return @ 01:07 (buttons OK: Yes) → Rewards →Hub @ 01:10→01:12. Outcome: Clean. Evidence: Video
18/11/2025	14:11:00	14:43:00	32	Interruptions & Recovery – Run 6 (Lock/unlock mid-race)	Locked the device mid-race using the power button, then unlocked and resumed driving.	Lock @ 00:33 → Unlock @ 00:43 → Pause screen shown (buttons OK) → Resume gameplay @ 00:46 (controls + audio OK, race finishes normally). Outcome: Clean. Evidence: Video .
18/11/2025	14:11:00	14:43:00	32	Interruptions & Recovery – Run 7 (Lock/unlock on Results screen)	Finished a race, locked the device on the results / rewards screen, then unlocked and continued.	Lock @ 01:19 → Unlock @ 01:29 → Results screen still responsive (buttons OK) but background music resumes at faster tempo and off-beat vs pre-lock. Outcome: Issue – audio tempo change after lock/unlock on Results screen (log separate audio bug). Evidence: Video .

Date	Start Time	End Time	Duration (mins)	Charter	What I Tried	Notes
18/11/2025	14:11:00	14:43:00	32	Interruptions & Recovery – Run 8 (Lock/unlock on Hub)	Locked the device from the main Hub screen, then unlocked and checked navigation.	Lock @ 02:18 → Unlock @ 02:23 → Returned straight to Hub (no relaunch), UI responsive, navigation to other tabs OK, audio resumes normally. Outcome: Clean. Evidence: Video .
19/11/2025	14:26:00	14:45:00	19	UI scaling & readability – Run 1 (core menus: Garage, Store tab switch, Rebel Pass, Events, Settings)	From Hub, open each core menu once. In Store: switch one tab, then rapid-switch tabs 3–5x. In Settings: toggle two options and re-enter. Watch for small/cut-off text, overlaps, and hard-to-tap areas.	Garage @ 00:06 → Store @ 00:35 → Tab switch @ 00:44 → Rapid switches done @ 00:56 → Rebel Pass @ 01:06 → Events @ 01:32 → Customize @ 01:40 (incidental, kept) → Settings @ 02:00 → Toggles changed @ 02:10 → Re-enter @ 02:15 → Back to Hub @ 02:26. Popups: none. Suspects: none noticed. Outcome: Clean. Evidence: Video
19/11/2025	15:26:00	15:50	24	UI scaling & readability – Run 1B (Font size slider 1/6 → 3/6; core menus)	From Hub, open each core menu once. In Store: switch one tab, then rapid-switch tabs 3–5x. In Settings: toggle two options and re-enter. Watch for small/cut-off text, overlaps, and hard-to-tap areas. Note: Android Font size slider increased from 1/6 → 3/6 before the run.	Garage @ 00:07 → Store @ 00:29 → Tab switch @ 00:38 → Rapid switches done @ 00:46 → Rebel Pass @ 00:54 → Events @ 01:02 → Settings @ 01:10 → Toggles changed @ 01:15 → Re-enter @ 01:20 → Back to Hub @ 01:26. Popups: none. Suspects: none noticed. Blocked: no.Observation: Increasing system Font size (1/6 → 3/6) did not change in-game UI (expected for many games). Outcome: Clean. Evidence: Video
20/11/2025	12:54:00	13:16:00	22	Performance & device feel – Run 1 (baseline)	Open app → main → start one race → finish → rewards → back to main → briefly check Store and Events (scroll) • Note feel at Menu, Settings, Race, Hub (smooth/minor/noticeable) • Note battery/heat at end.	Launch → Main: 00:01 → 00:03 (loader 2s) Store: open @ 00:06 → back to Hub @ 00:14 (very short list) Events: open @ 00:17 → back to Hub @ 00:22 ("Events coming soon") Race/Rewards: race start @ 00:42 → finish @ 01:12 → rewards shown @ 01:19 → back to Hub @ 01:27 Popup: "Rebel Pass – Level Up" shown @ 01:31 (Free Prize + Pro Pass purchase offer) – observed only. Hitches: none. Battery/Thermals: USB connected • Heat: cool Outcome: Clean. Evidence: Video
20/11/2025	15:19:00	15:55:00	36	Performance & device feel – Run 2 (warm)	Warm device: repeat baseline flow → Launch → Store (brief) → Events (open/observe) → Race → Rewards → Hub • Note feel and any hitches.	Launch → Main: 00:01 → 00:02 (loader 2s) Store: open @ 00:09 → back to Hub @ 00:15 (very short list) Events: open @ 00:18 → back to Hub @ 00:23 ("Events coming soon") Race/Rewards: race start @ 00:41 → finish @ 01:12 → rewards shown @ 01:16 → back to Hub @ 01:23 Popup: none Hitches: none. Battery/Thermals: USB connected • Heat: cool Outcome: Clean. Evidence: Video

Date	Start Time	End Time	Duration (mins)	Charter	What I Tried	Notes
20/11/2025	16:09:00	16:30:00	21	Performance & device feel — Run 3 (LTE)	LTE variant: repeat baseline flow → Launch → Store (brief) → Events (open/observe) → Race → Rewards → Hub • Note feel vs Wi-Fi and any hitches.	Launch → Main: 00:01 → 00:02 (loader 2s, LTE) Store: open @ 00:10 → back to Hub @ 00:13 (very short list) Events: open @ 00:16 → back to Hub @ 00:18 ("Events coming soon") Race/Rewards: race start @ 00:34 → finish @ 01:09 → rewards window shown @ 01:10 → "results loading" visible @ 01:42 → back to Hub @ 01:51 Popup: none Hitches/Delays: results screen showed loading from ~01:42 before return to Hub Battery/Thermals: USB connected • Heat: warm Outcome: Completed; note results-loading delay on LTE. Evidence: Video
20/11/2025	14:10:00	14:36:00	26	Peer Benchmark — Asphalt 9 (visual-only)	Open app → reach main menu → start a normal race (count taps) → drive briefly → finish → results → rewards → back to menu • Note menu clarity, taps-to-driving, HUD readability, reward pacing, any hiccups.	Taps to driving: 6 Menu clarity: yes — large yellow "Play" button. HUD readability: easy — "POS" and "DIST" labels; large pause icon (top-left); large white MPH (top-right); race time in red box with stopwatch icon. Pulsating yellow bar at top — purpose unclear. Reward pacing: Results → tap yellow "Next" → Rewards → tap "Next" again shows style-pack ad to watch for claim; "Next" becomes white "Miss Out"; tapping "Miss Out" returns to map/next race. Hiccups: none observed. Tester context: I'm dyslexic and dyscalculic; readability comments reflect that perspective. Evidence: Video
20/11/2025	14:47:00	15:15:00	28	Peer-style UX benchmark — Rebel Racing	Open app → reach main menu → start a normal race (count taps) → drive briefly → finish → results → rewards → back to hub • Note menu clarity, taps-to-driving, HUD readability, reward pacing, any hiccups.	Taps to driving: 4 Menu clarity: yes — large green PLAY button (dark-blue text). HUD readability: OK — small "POS" (top-right, no box); large orange position number (easy to see); timer small white text (hard to read); "BEAT JASMINE" label not bold/boxed (easy to miss in HUD); rival name in small white box above car (not bold). No MPH shown. "BEAT JASMINE" also flashed at race start (top-centre) and was easy to miss live. Reward pacing: snappy; no ads. Hiccups: none. Tester context: I'm dyslexic and dyscalculic; readability comments reflect that perspective. Evidence: Video
21/11/2025	12:43:00	13:04:00	21	Input responsiveness & latency — Run A (race)	Start a normal race → RIGHT 5 quick taps → LEFT 5 quick taps → hold RIGHT 2s → hold LEFT 2s → finish → Rewards → back to Hub.	Race start @ 00:25 • RIGHT — 5 quick taps @ 00:37 • LEFT — 5 quick taps @ 00:44 • RIGHT — hold 2s @ 00:49 (release 00:50) • LEFT — hold 2s @ 00:51 (release 00:52) Finish @ 00:57 → Rewards @ 01:00 → Back to Hub @ 01:06 Pop-ups: none Results: Missed taps LEFT 0/5 • RIGHT 0/5 • Holds: no delay on either side • Overall in-race feel: smooth Evidence: Video

Date	Start Time	End Time	Duration (mins)	Charter	What I Tried	Notes
21/11/2025	13:16:00	13:39:00	23	Input responsiveness & latency → Run B (menus/back/multi-touch)	Hub → Store (rapid taps on one tab) → open a small panel → close it → tap the spot behind → Android Back twice (return toward Hub) → two-finger touch on a menu → Settings (toggle 2, leave, re-enter) → Rebel Pass open/close → Events open/close.	<p>A) Store rapid taps: only 2 taps showed; rest didn't show while the tab opened mid-sequence (Store items open as pop-ups).</p> <p>B) Close → tap behind: first tap ignored @ 00:14.</p> <p>C) Android Back path: correct (straight back to Hub).</p> <p>D) Two-finger touch: two-finger tap on Garage tab rotated the car camera in Hub (gesture took priority over the tab).</p> <p>E) Settings toggles persist after re-enter: yes.</p> <p>F) Rebel Pass / Events open: ok.</p> <p>Pop-ups: none.</p> <p>Overall menu feel: smooth.</p> <p>Results: Pass – menus responsive; note close→first tap ignored @ 00:14 and two-finger gesture rotating car in Hub.</p> <p>Evidence: Video</p>
21/11/2025	13:46:00	14:06:00	20	Network & live surfaces – Run 1 (Wi-Fi toggle + app switch)	Hub → Store → Wi-Fi OFF (wait ~5s) → Wi-Fi ON (wait ~5s) → slow scroll → Events open/observe → start one race → finish → Rewards → press Home (3s) → return to game → confirm Rewards work → back to Hub.	<p>Launch → Main: 00:01 → 00:03 (loader 2s)</p> <p>Store: Wi-Fi OFF @ 00:15 → ON @ 00:23 (no errors)</p> <p>Events: open @ 00:41 ("coming soon")</p> <p>Race/Rewards: start @ 01:04 → finish @ 01:32 → rewards @ 01:36 → Home @ 01:42 → back to game @ 01:48 → back to Hub @ 01:56</p> <p>Errors/Loaders/Retry: none</p> <p>Rewards after app switch: yes, buttons worked</p> <p>Pop-ups: none</p> <p>Overall feel: smooth</p> <p>Evidence: Video</p>
21/11/2025	14:37:00	15:03:00	26	Network & live surfaces – Run 2 (LTE + force-close)	Switch to LTE (Wi-Fi OFF) → Hub → Store (switch each tab once) → back to Hub → Events open/observe → back to Hub → start one race → finish → on Rewards force-close via Recents → relaunch → verify return to Hub and reward/state kept.	<p>Launch → Main (LTE): 00:01 → 00:02 (loader ~1s)</p> <p>Store: entered @ 00:07 → tabs switched @ 00:10 → back @ 00:18</p> <ul style="list-style-type: none"> • Loaders/errors in Store: none • Pop-up panels opened: no <p>Events: open @ 00:20 → back @ 00:22</p> <p>Race/Rewards: Race button @ 00:28 (long load) → start @ 01:06 → finish @ 01:29 → Rewards @ 01:40 (loading again)</p> <p>Force-close: app killed @ 01:52 → relaunch @ 01:58 → Hub loaded @ 02:26</p> <p>State after relaunch: reward kept, race counted, resumed to Hub</p> <p>Network signal: LTE ~112 dBm (21 ASU)</p> <p>Errors/Retry: none</p> <p>Pop-ups: none</p> <p>Overall feel on LTE: sluggish</p> <p>Evidence: Video</p>
22/11/2025	15:31:00	15:58:00	27	Aspect ratio & layout spot-check (BlueStacks) - visual only	Open app → Hub → Garage → back to Hub → Store: switch one tab, then rapid-switch tabs 3~5x → back to Hub → Settings: toggle two options → leave → re-enter to confirm → back to Hub.	<p>App open @ 00:04 → Hub @ 00:20</p> <p>Garage: open @ 00:24 → back @ 00:27</p> <p>Store: open @ 00:31 → tab switch @ 00:34 → rapid tab switches 3~5x @ 00:38~00:44 → back @ 00:47</p> <p>Settings: open @ 00:52 → toggled 2 options @ 00:55 → left @ 00:56 → re-enter @ 01:00 (persist: yes) → back @ 01:05</p> <p>Clipping/overlap/tiny text: no</p> <p>Outcome: Clean (no UI issues spotted).</p> <p>Evidence: Video</p>

Date	Start Time	End Time	Duration (mins)	Charter	What I Tried	Notes
22/11/2025	16:26:00	16:49:00	23	Aspect ratio & layout spot-check (BlueStacks - Portrait) - visual only	BlueStacks (Portrait): switch to Portrait (app restarts) → Hub → Garage → back → Store (1 tab switch + rapid 3-5x) → back → Settings (toggle 2 → leave → re-enter).	App open @ 00:02 → switch to Portrait @ 00:10 → Hub @ 00:23 Garage: open @ 00:29 → back @ 00:34 Store: open @ 00:42 → tab switch @ 00:44 → rapid tab switches 3-5x @ 00:48-00:56 → back @ 00:59 Settings: open @ 01:02 → toggled 2 options @ 01:04 → leave @ 01:06 → re-enter @ 01:09 (persist: yes) → back @ 01:14 Visuals: background stretched; menu bar background stretched; buttons/text very small (hard to read) Outcome: Portrait shows stretched visuals and tiny text; functional taps OK for this sweep. Evidence: Video / Screenshot
22/11/2025	-	-	-	BlueStacks - 20:9 (2400x1080) - visual-only	Settings - Display: only fixed 16:9 presets shown. No custom 2400x1080 option. ADB on 127.0.0.1:5555 - adb shell wm size 2400x1080 -> error: closed - adb shell wm density 240 -> error: closed - adb shell "cmd display size 2400x1080" -> error: closed - adb shell "cmd display density 240" -> error: closed	Outcome: Blocked - emulator rejects display overrides Notes: BlueStacks UI offers only 16:9 presets. ADB wm and cmd display commands return "error: closed". Cannot set 2400x1080. Evidence: BlueStacks - Display presets (16:9 only) - Screenshot BlueStacks - ADB devices and failures - Screenshot BlueStacks - ADB override errors - Screenshot

Bug ID	Descriptive Title	Area	Environment	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
RR-1	[Android][Interruptions][Rewards] Continue unresponsive after alarm on Rewards + app close (soft-lock; Pause/Unpause recovers)	Rewards (Post-race UI / Input)	Moto g54 5G (Physical), Android 15, Build 27.01.18975, Network: Wi-Fi	1) Finish a race to reach Rewards. 2) While Rewards is open, an OS alarm fires → dismiss. 3) Close the app from the switcher. 4) Relaunch the app (it returns to Rewards). 5) Tap Continue/Next to proceed to Hub.	Rewards remains interactive after alarm + relaunch; Continue works and returns to Hub.	Rewards shows but Continue does nothing; screen is effectively stuck. Device Back, notification shade, Home→Return, and Wi-Fi OFF→ON do not recover. Workaround: App info → Pause app → Unpause; relaunch → Continue works → Hub.	High	1/1 (observed once) confidence low - retest deferred	Video	Backlog	Stuck on Rewards after OS alarm fires as Rewards screen appears + app close; Continue unresponsive. Back/shade/Home → Return / Wi-Fi toggle have no effect. Workaround: Android app info → Pause app → Unpause → relaunch → Rewards screen; Continue works again. One-week portfolio project with tight timebox and alarm set in whole minutes only, so exact timing is hard to control. Issue observed once (1/1) with full video + steps. Logged as a high-severity soft lock and kept as a known issue; retest deferred due to timebox.	Interruptions & Recovery	18/11/2025
RR-37	[Android][Interruptions][Audio][Rewards] BGM tempo increases after lock/unlock on race results screen	Rewards (Post-race UI / Audio)	Moto g54 5G (Physical), Android 15, Build 27.01.18975, Network: Wi-Fi	1) Finish any race to reach the Results/Rewards screen. 2) While Results/Rewards is open, press the power button to lock the device. 3) Wait ~5 seconds. 4) Press the power button again and unlock back into the game (it returns to Results/Rewards). 5) Observe the background music and then tap Continue/Next to proceed to Hub.	Background music resumes at normal tempo after lock/unlock; audio stays in sync with the Results/Rewards screen and behaves the same as before locking.	Results/Rewards screen remains interactive and buttons work, but after unlock the background music plays back at a noticeably faster tempo and off-beat compared to pre-lock. Issue is heard immediately on return to Results/Rewards after unlock.	Low	3/3	Video	Backlog	Audio tempo issue triggered by OS-level lock/unlock while on Results/Rewards. Visuals and input behave normally, but BGM resumes at a faster tempo, making the track sound rushed/off-beat. Logged as a low-severity audio defect found during interruption testing on physical Moto g54 5G. One-week portfolio project with tight timebox, so deeper investigation (e.g., cross-device checks, longer sessions) is out of scope; kept as a known issue with clear steps + evidence for the record.	Interruptions & Recovery	18/11/2025

ID	Area	Title (one-liner)	S (Situation)	T (Task)	A (Actions)	R (Result)	Severity	Repro rate	Status	Evidence
RR-1	Interruptions & recovery	Rewards Continue unresponsive after alarm + app close	During an interruptions & recovery charter on Moto g54 5G (Android 15, build 27.01.18975), I set an OS alarm to trigger during a race. Because alarms only allow minute-level timing, it fired right as the post-race Rewards screen appeared.	Check how the game handles an OS alarm around the end-of-race flow and whether the player can safely continue from the Rewards screen afterwards.	Started a race with an OS alarm due within that minute, finished the race, let the alarm fire as the Rewards screen appeared, dismissed the alarm, then closed and relaunched the app and tried to continue. When Continue was unresponsive, opened Android app info, used Pause then Unpause to recover control, and recorded 1080p video of the whole flow.	Continue stayed unresponsive (soft lock). The player appears stuck on the Rewards screen unless they discover the OS-level Pause/Unpause workaround or force-close the app. Logged as a high-severity soft lock with full video evidence. Observed once during this interruptions charter; more testing time would be needed to understand how often it occurs.	High	1/1 (single observed run)	Deferred	Video
RR-37	Interruptions & recovery	Rewards BGM tempo increases after lock and unlock	During an interruptions and recovery charter on Moto g54 5G (Android 15, build 27.01.18975), I tested how the game behaves if the device is locked while the post race Results and Rewards screen is open, then unlocked a few seconds later. This was part of checking OS level lock and unlock behaviour around the end of a race.	Check that locking and unlocking the device on the Results and Rewards screen does not affect input, progression, or audio playback, and that the player can continue smoothly back to the hub.	Finished a race and waited on the Results and Rewards screen, then pressed the power button to lock the device. Waited a few seconds, pressed power again and unlocked back into the game, and listened for any audio changes while confirming that the buttons were still responsive. Recorded a 1080p video covering mid race, Results and Rewards, and Hub lock or unlock runs. Logged findings into the workbook and created a separate audio bug entry.	Results and Rewards UI stayed responsive and Continue and Next worked as expected, but the background music resumed at a noticeably faster tempo after unlock and felt off beat compared to pre lock playback. The issue was observed once during this interruptions charter and logged as a low severity audio defect with full video evidence. Further cross device testing is out of scope for this one week portfolio project, so the bug is kept in the backlog as a known issue.	Low	3/3	Backlog	Video

Tier	Device Name	Model	Chipset / GPU	RAM (GB)	Storage Free (GB)	Display Hz	Resolution	Android Version	Ownership	Notes	Ready?
Mid	Moto g54 5G (Physical)	Moto g54 5G	MediaTek Dimensity 7020 / PowerVR B-Series BXM-8-256	8	107	120	2400×1080	15	Physical	Baseline physical phone	Y
Emulator	BlueStacks 5	Instance - 16:9 Landscape	Intel UHD Graphics 770	4	n/a (not exposed in BlueStacks UI)	144	1920x1080	7.1.2	Personal PC	OBS capture. Visual-only checks.	Y
Emulator	BlueStacks 5	Instance - Portrait	Intel UHD Graphics 770	4	n/a (not exposed in BlueStacks UI)	144	900x1600	7.1.2	Personal PC	Stretched background, tiny text noted. Visual-only. Screenshots saved.	Y

Date	Device	OS Version	App Version/Build	Network	Start Time	End Time	Duration (mins)	Result	Notes	Links
17/11/2025	Moto g54 5G (Physical)	Android 15	27.01.18975	Stable WiFi	11:00:00	11:45:00	45.00	Pass	Run 1 – Golden path: Menu @ 00:04 → Drivable @ 00:21 → Rewards 01:23 → Hub 01:33 Pre-race upgrade gate shown before first race (info only). Starter Pack popup after hub return (info only). Run 2 – Golden path repeat: Menu @ 00:07 → Drivable @ 00:39 → Rewards 01:08 → Hub 01:14	Run 1: Video Run 2: Video
18/11/2025	Moto g54 5G (Physical)	Android 15	27.01.18975	Stable WiFi	10:15:00	10:43:00	28.00	Pass	Smoke – Launch/Hub: App open @ 00:02 → Hub shown @ 00:03 → Video @ 00:02 Smoke – Garage/Upgrade: Upgrade applied @ 00:07 → Race start @ 00:48 → Video @ 00:07 Smoke – Race/Rewards: Finish @ 01:20 → Rewards shown @ 01:23 → Back to hub @ 01:32 → Video @ 01:20 Level-up: Level 2 rewards @ 01:38 → Video @ 01:38 Smoke – Store: Open @ 01:51 → Products visible (Tab A) @ 01:52 → Back to hub @ 02:11 → Video @ 01:51 Store subpage: Rebel Pro Pass opened @ 01:57 → Back to Store tab @ 01:59 → Video @ 01:57 Hub – Rebel Pro Pass: Opened from hub @ 02:17 → Back to hub @ 02:21 → Video @ 02:17 Hub – Network sanity: Wi-Fi OFF @ 02:25 → Wi-Fi ON @ 02:34 → Recovered (hub interactive) @ 02:34 → Video @ 02:25	Video
19/11/2025	Moto g54 5G (Physical)	Android 15	27.01.18975	Stable WiFi	13:28:00	13:47:00	19.00	Pass	Smoke – Launch/Hub: App open @ 00:02 → Main screen @ 00:11 → Video @ 00:02 Popups: Level-up popup @ 00:15 (level-up rewards @ 00:19) Smoke – Race/Rewards: Race start @ 00:38 → Finish @ 01:09 → Rewards shown @ 01:13 → Back to hub @ 01:20 Popup: Starter Pack @ 01:21 Smoke – Store: Open @ 01:30 → Tab switch @ 01:35 → Back to hub @ 01:44 → Recording end @ 01:50	Video
20/11/2025	Moto g54 5G (Physical)	Android 15	27.01.18975	Stable WiFi	11:35:00	11:58:00	23.00	Pass	Smoke – Launch/Hub: App open @ 00:02 → Main screen @ 00:13 Popups: None observed Smoke – Race/Rewards: Race start @ 00:34 → Finish @ 01:06 → Rewards shown @ 01:09 → Back to hub @ 01:18 Smoke – Store: Not covered this run	Video
21/11/2025	Moto g54 5G (Physical)	Android 15	27.01.18975	Stable WiFi	11:30:00	11:54:00	24.00	Pass	Smoke – Launch/Hub: App open @ 00:03 → Main screen @ 00:04 Popups: Level Up @ 01:18 Smoke – Race/Rewards: Race start @ 00:33 → Finish @ 01:02 → Rewards shown @ 01:08 → Back to hub @ 01:21 Smoke – Store: Not covered this run	Video
22/11/2025	Moto g54 5G (Physical)	Android 15	27.01.18975	Stable WiFi	10:15:00	10:36:00	21.00	Pass	Smoke - Launch/Hub: App open @ 00:02 -> Main screen @ 00:24 (loader 22s) Pop-ups: none Smoke - Race/Rewards: Race start @ 00:43 -> Finish @ 01:07 -> Rewards shown @ 01:11 -> Back to hub @ 01:17 Smoke - Store: Not covered this run	Video

Term	Plain-English Definition	Example
Charter	A short, focused testing mission with a clear goal.	UI scaling on small screen devices.
Daily Smoke	A quick golden-path run to confirm the game still works end to end.	Launch - one race - rewards - back to hub.
Golden path	The simplest route through a core flow with no detours.	Start race - finish - collect reward.
Evidence	Screenshots or videos that prove what happened (usually unlisted).	Unlisted YouTube clip of a soft-lock.
Repro steps	The exact steps to make the issue happen again.	Open rewards - tap Continue - nothing happens.
Expected result	What should happen if everything works.	Continue moves to the next screen.
Actual result	What happened during the test.	Continue tap did nothing until Pause then Unpause.
Severity	How serious the issue is for players (Low - Medium - High - Critical).	Soft-lock on rewards is High.
Repro rate	How often it happens when you try (for example 3 of 5).	3 of 5 attempts.
Soft-lock	The game is running but input cannot progress the flow.	Rewards screen accepts no taps.
Crash	The app closes unexpectedly to the OS.	App exits to Android home during loading.
Interruption	Anything that steals focus from the game.	System alarm or phone call.
Backgrounding	Sending the app to the background then returning.	Switch to Messages then return to the race.
App switch	Moving between apps while the game stays open.	Open Settings then go back to the game.
Force-close	End the app process and relaunch it.	Swipe away from Recents then reopen.
Loader	The wait time while content loads.	Main screen loader took 22 seconds.
UI scaling	How fonts and UI elements resize across screens.	Font 1 of 6 and 3 of 6 both readable.
Hitbox	The touch area that triggers a button or tab.	Garage tab hitbox activates reliably.
Input latency	Delay between a tap and the game's response.	Menu taps looked instant on Wi-Fi.
Two-finger gesture	Multi-touch that rotates or zooms items in the hub.	Two fingers rotate the car instead of opening the tab.

Term	Plain-English Definition	Example
Visual-only	Layout and visuals only, no gameplay or performance claims.	BlueStacks 16 by 9 layout scan.
Emulator	A virtual Android device running on a PC.	BlueStacks 5 instance.
AVD	Android Studio's built-in emulator.	Pixel 5 API 33 Play image.
BlueStacks	Third-party Android emulator for Windows.	Used for aspect and layout checks only.
Playlist	A YouTube collection that groups related evidence videos.	Smoke Pass - Rebel Racing.
Jira subtask	A child ticket under a larger work item.	Daily Smoke - 22 Nov.
Blocked	Work cannot continue due to an external limit.	Play Store blocks install on AVD.
Deferred	Parked for later on purpose.	20 by 9 layout check postponed.
Pass	The test outcome met expectations.	Daily Smoke completed with no issues.
Fail	The test outcome did not meet expectations.	Continue button unresponsive.
Flaky	Inconsistent behaviour across attempts.	Issue reproduces 2 of 5 times.
Baseline	The reference run used for comparison.	Wi-Fi hub and race feel baseline.
Warm device	Device after sustained play that may affect feel.	Second run after 10 minutes.
LTE dBm / ASU	Signal strength measures for cellular tests.	Minus 112 dBm and 21 ASU recorded.
scrcpy	Tool that mirrors the phone screen to a PC.	Used to display Moto g54 in OBS.
OBS	Recording software used to capture video evidence.	Recorded Smoke passes at 1080p.
Show Taps	Android option that shows touch points on screen.	Enabled so taps are visible in videos.
Store sweep	Open the store and switch tabs to check live offers and layout.	Rapid 3 to 5 tab switches.
Rewards screen	The post-race UI that grants coins or items.	Where the Continue soft-lock appeared.